

# HELLWORKS II

## CATHEDRAE NOCTIS

# PART 2

## STRUCTURE



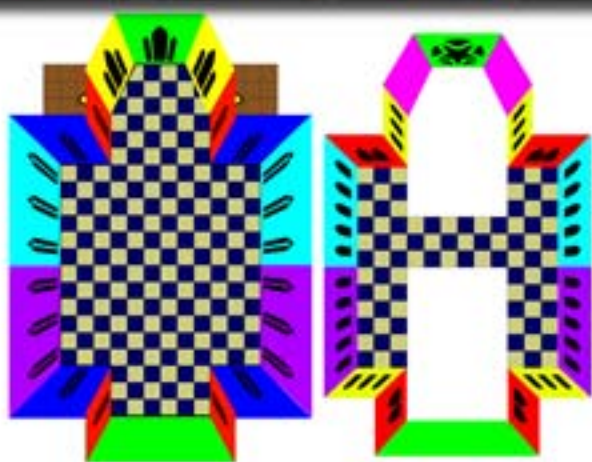
The walls and floors of the cathedral collectively make up it's structure.

For this particular cathedral, two floors will be built, one with high walls and one with regular walls.

Patience is key and careful construction will give you superior results.







Refer back to your floor plan and make a copy of it.

Now you can begin to plot out your walls so you can be certain of exactly what it is you need to print.

Walls come in two types, fold-overs and two-part walls.

Score, cut out, fold and edge each wall section prior to assembly.

Learn all about edging and other pro-tips in the tutorials section at [www.worldworksgames.com](http://www.worldworksgames.com)



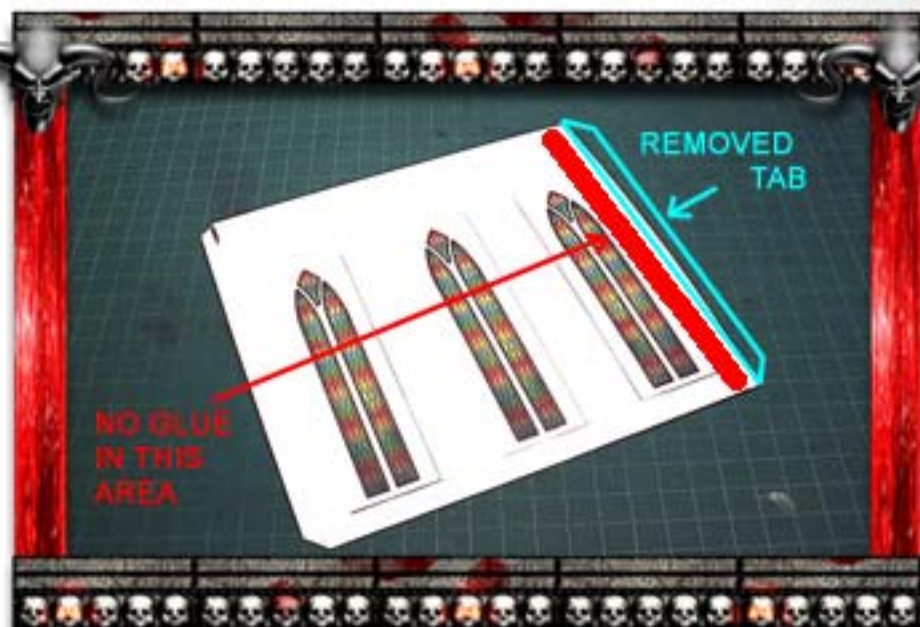
If you plan on using the transparencies you will carefully need to remove the windows from their frames.

Cut out the glass parts only, leave the window frames intact.

Edge the newly created spaces before proceeding.







Secure the transparencies in place with clear tape.

You will need to remove one of the tabs on the side of each wall, creating a series of "links". This must be consistent from front to back, as the front wall will have both tabs and the rear wall has no tabs. Walls on the left side of the cathedral will need to have the opposite tab removed to those on the right, otherwise you will end up with inside walls outside!

High water content glues will cause warping, so either press the walls under a stack of books while drying or skip the glue entirely and use double-sided tape (highly recommended!)

In either case, leave the area next to tab you removed unglued, as you will need it later (see above).

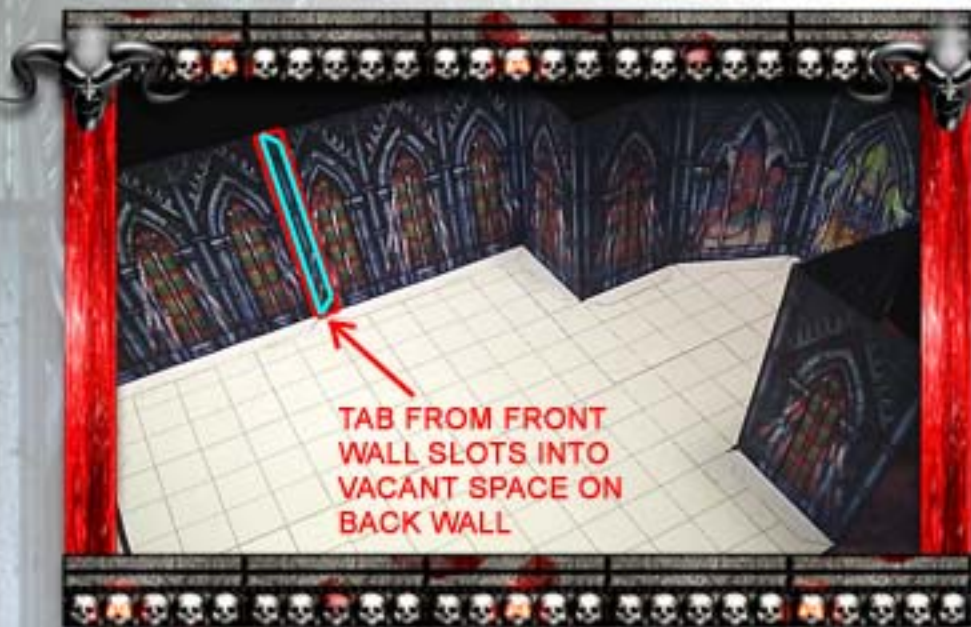


Once you've figured out which walls go where and removed the appropriate tabs, it's time to complete them. For the fold-over walls simply apply glue to the insides and fold them over. For the two-part walls, carefully align the edges and match them up (see above). Once aligned burnish (rub firmly) along the length of the wall to seal the glue.

For the front wall, cut out the door when dry, score and fold along the hinges and edge it.







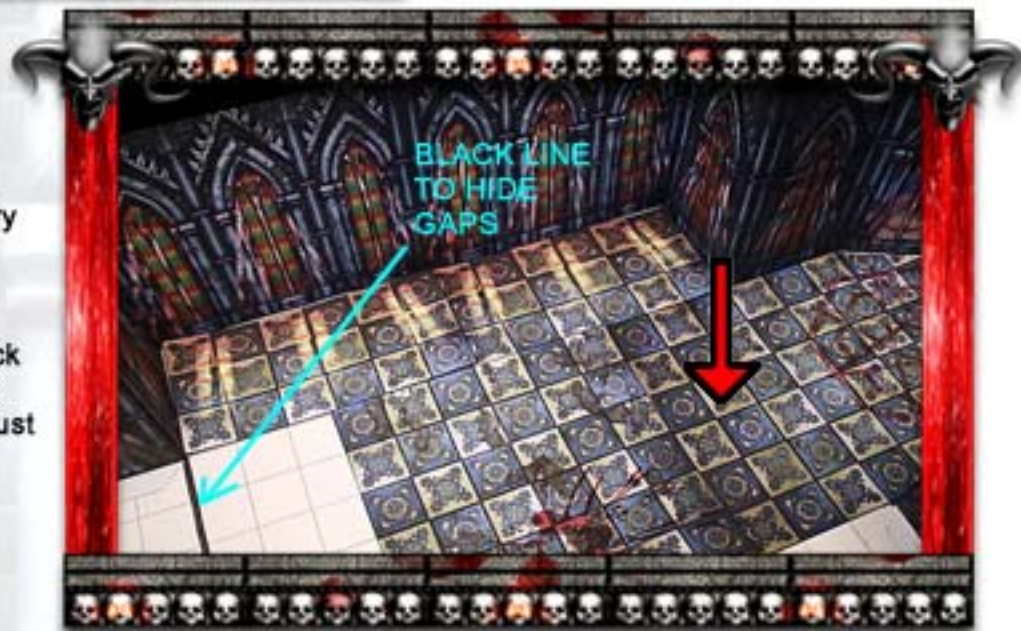
Begin attaching the walls to each other and to the groundtile, connecting the "links".

It is recommended that large wall sections (such as the side walls in this example) be assembled first, then glued to the ground tiles, then glued to the other walls whenever possible.

Start either at the front or the back but not with the sides or misalignments may occur. Put glue on both sides of the wall tabs ("links") to ensure a solid join.

When your walls are completed, dry fit your floor sections before assembly.

You may wish to draw in thick, black lines onto the underlying base grid and along the bases of the walls, just in case there are any gaps.



Repeat this procedure with the upper floor, following your plan.







Edging strips are provided to conceal the foamcore along the bottom of the upper floor.

Use the stone work as a guideline for where to place the strips and glue them on as shown.

Edging for the foamcore exposed on the sides of the interior floors will be added later (see PART 4- INTERNAL SUPPORT)

For this particular cathedral however, since there is no foamcore in the front or rear sections, the backs of the outer edging strips are visible. Hmmm...



Not to worry, as interior edging strips are also provided! Unlike their exterior counterparts however, these should be glued to the upper part of the LOWER floor.

This way the two strips form a "lip" and hide the join.